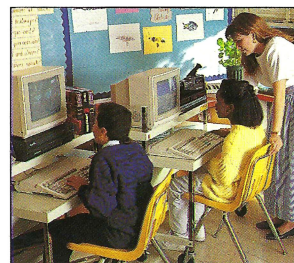
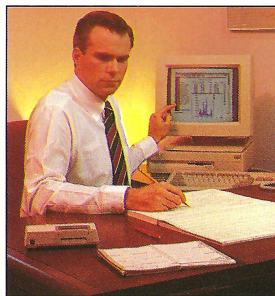
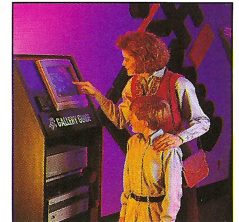


Commodore Multimedia



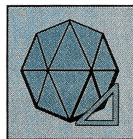
*Exceptional Performance,
Versatility,
and Cost-Effectiveness*

 **Commodore**
AMIGA

“Multimedia”

as defined by Commodore, is not a single market or application but rather, a method of designing and integrating computer technologies on a single platform that enables the end-user to input, create, manipulate, and output text, graphics, audio, and video with a single user interface.

COMMODORE DELIVERS PRACTICAL MULTIMEDIA SOLUTIONS

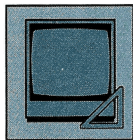


"Multimedia computing," one of the most quoted phrases in the computer industry — is new for some companies. But at Commodore — having introduced the Amiga® computer in 1985 — we continue to pioneer a broad range of cost effective, sophisticated, and versatile multimedia capable computers.

"Multimedia," as defined by Commodore is not a single market or application but rather, a method of designing and integrating computer technologies on a single platform that enables the end-user to input, create, manipulate, and output text, graphics, audio, and video with a single user interface.

Choose the System that Best Meets Your Needs!

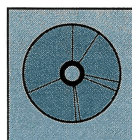
Commodore offers a complete product line of multimedia machines — from low-cost delivery systems like CDTV® all the way through high-end development systems like the standard-setting Amiga 3000™. Together, these unique and impressive machines meet the most demanding performance requirements in such key areas as:



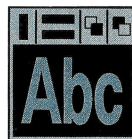
Presentations- for corporations, small businesses, sales and marketing groups, government agencies, and educators.



Interactive Applications- for Computer Based Training courseware developers/deliverers including Training/Human Resource departments of major corporations, colleges/universities, independent interactive-video production firms, government and military agencies; commercial kiosks for point-of-sale displays and point-of-information exhibits for stores, trade shows, airports, banks, and more.



Videographics- for video production and post-production businesses, corporate and industrial departments, government video facilities, cable and closed circuit facilities, and educational, medical, and scientific media departments.



General Business- for word processing, financial management and accounting, desktop publishing, and telecommunications.

As the demand continues for "bigger, better, and faster" multimedia machines, you can count on Commodore to deliver an outstanding selection of true multimedia computers, featuring high performance and cost-efficiency to meet your needs.

UNIQUE MULTIMEDIA ARCHITECTURE

The Amiga computer is not only the first microcomputer designed with multimedia in mind. It's also the only machine with a true multimedia architecture. A series of custom co-processors designed and built by Commodore... display hardware that provides video overscan and NTSC scan rate compatibility, two channel four voice sound and speech-synthesis circuitry — all of these features and more are included as standard with all Amiga machines.

Best of all, the Amiga's unique multitasking operating system lets you take advantage of all these exciting capabilities simultaneously! Also, Commodore's advanced AUTOCONFIG™ capability, makes it quick and easy to install expansion cards and peripheral devices.

AUTHORING TOOLS

Easy-to-Use Authoring System... and a Full Range of Software Titles!

Commodore is poised to maintain its multimedia technology leadership in the 1990s with AmigaVision™ — an iconic flow-chart based authoring system that puts Amiga technology at your fingertips with just the click of a mouse. AmigaVision enables you to control multiple media, e.g. graphics, sound video, simultaneously — as well as external devices such as videodisc players — without having to know complex programming languages or computer technology. What's more, AmigaVision utilizes the Amiga's standard file system for graphics and animations and audio, making it compatible with the hundreds of available software programs addressing virtually all creative business and productivity application!

UNIX® FOR MULTIMEDIA!

Commodore's complete implementation of UNIX System V Release 4® on the Amiga combines the best of two worlds: all the strategic advances of the industry-standard UNIX operating system plus the multimedia advantages of Amiga architecture!

Along with UNIX SVR4® comes the X Window System,™ the Open Look Graphical User Interface,™ and such standard networking capabilities as NFS,™ TCP/IP, and Ethernet.™

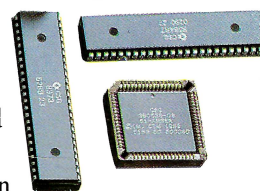
AMIGA TECHNOLOGY

The Amiga incorporates a number of unique features as standard — such as NTSC video horizontal scan rate compatibility, 4,096 simultaneously displayable colors, real-time animation, overscan, and more. These special features are integrated into the system architecture, and are supported by the system's operating software.

Powerful Processing

Microprocessors The system is built around the Motorola® 680X0 series of Central Processing Unit chips (CPU).

These are recognized as superior microprocessor chips, and are used by a number of leading workstation suppliers.



Custom Chips Commodore designs and manufactures several proprietary “custom chips,” which are installed at the core of every Amiga. And only Amiga. These chips are co-processors, which work along with the CPU. The custom chips specialize in, and are dedicated to, such tasks as display, graphics, animation, audio and other processing.

Expansion

Video Slot Amiga contains a number of “expansion slots” which are used for adding a variety of devices. One of these slots is designed exclusively for video functions. It delivers the Amiga's video-compatible signal directly to video devices, such as genlocks, display cards and digital special effects cards. On the Amiga 500 video devices are added directly to the external RGB Port.

Bridgeboards™ There are also slots for installing unique cards manufactured by Commodore. These cards are, essentially, “computers-on-a-card.” Once installed they provide MS-DOS® compatibility right inside the Amiga. The Bridgeboards can share system resources



with the Amiga, such as disk drives, mouse, ports and peripherals. MS-DOS® software can be run simultaneously with Amiga programs, and data can be transferred from one to the other. Additional MS-DOS® compatible slots can accommodate further expansion cards and devices.

CPU Slot Another special slot in the A2000 and A3000 series machines is available for installing “accelerator cards.” This means that faster, more powerful processors can be easily added to the Amiga as you wish to build your system and as the technology advances and improves.

Special Devices

Additional Random Access Memory (RAM) cards can be installed to boost performance. Both 16 bit RAM, or 32 bit RAM, which is especially useful for certain graphic applications, are available.

Hard Disk Drives Mass storage hard drives, both fixed and removable, with a selection of capacities, and their controller cards (where required) may be added. The Commodore SCSI controller allows as many as 7 additional devices to be installed.

Multi-Serial Ports The A2232 card for A2000 and A3000 series machines provides an additional 7 serial ports, useful for connecting multiple devices for communication and control by the Amiga or multiuser applications with UNIX-based systems.

De-Interlacer The A2320 is available for providing an optional ability to supply a de-interlaced signal from A2000 series machine, to a multiscanning or VGA monitor. This delivers a superior graphic display for higher resolution modes. This function is included in some models.

Display

Color A color palette of 4,096 is standard, without requiring any additional equipment. All of these colors may be used and displayed onscreen at once, rather than a limited subset.

Screen Resolution Amiga has the ability to display a range of resolutions. These are user and software selectable, providing increased creative control. Images may be “moved” among various resolutions.

Overscan True overscan is supported by the hardware and is definable. Overscan allows displaying graphics in the entire display area of the monitor, thereby eliminating the black border around the screen that occurs on many computers. This avoids the necessity of additional signal processing equipment which may distort images.

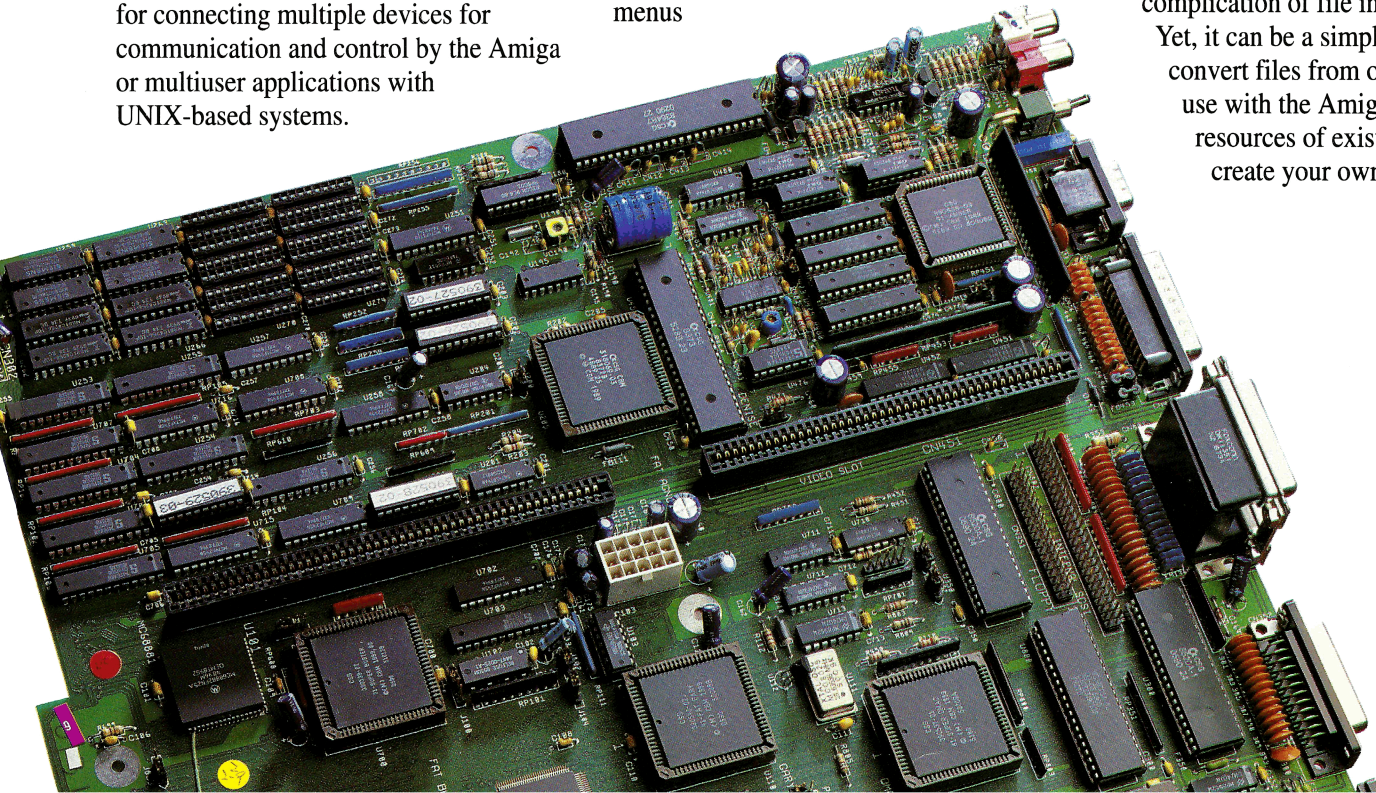
Graphic User Interface An easy-to-use visual interface offers the use of “icons” which are pictorial representations of functions. Also, a comfortable handheld mouse and menus

make “point-and-click” system operation simple. Some computer manufacturers require you to buy this type of interface. In addition, a command line interface is included, for more intricate optional control. Use either, or both, as desired.

Performance

Multitasking The Amiga utilizes a real-time multitasking operating system. The custom chip set and special system architecture are designed to support this sophisticated feature. This means that several different programs may be active and performing tasks at the same time. Similarly, advanced individual programs exploit this power to perform multiple functions simultaneously. Graphics, animation and audio may all be combined, arranged and performed in one production. Also, several external devices can be simultaneously controlled for complex production and extended productivity. This includes audio and MIDI equipment, video equipment, printers, graphic devices, displays, communication equipment and other peripherals.

Standard File Format A standard software file format, known as IFF, is used by most graphics, animations and audio, enabling images, sounds and effects created in specific programs to be shared and used or modified within many others. The IFF standard avoids the tedious complication of file incompatibility. Yet, it can be a simple matter to convert files from other systems for use with the Amiga. Access vast resources of existing images and create your own libraries.



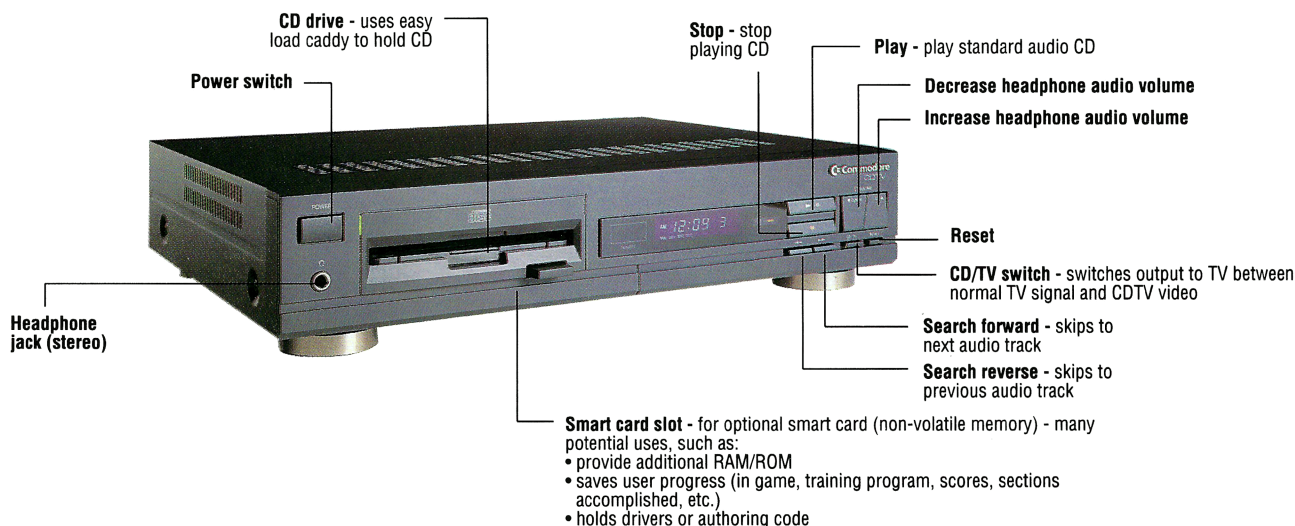
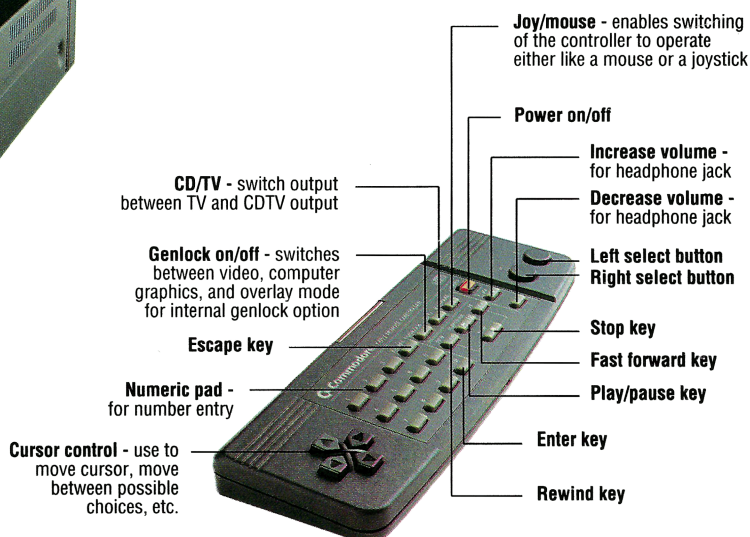
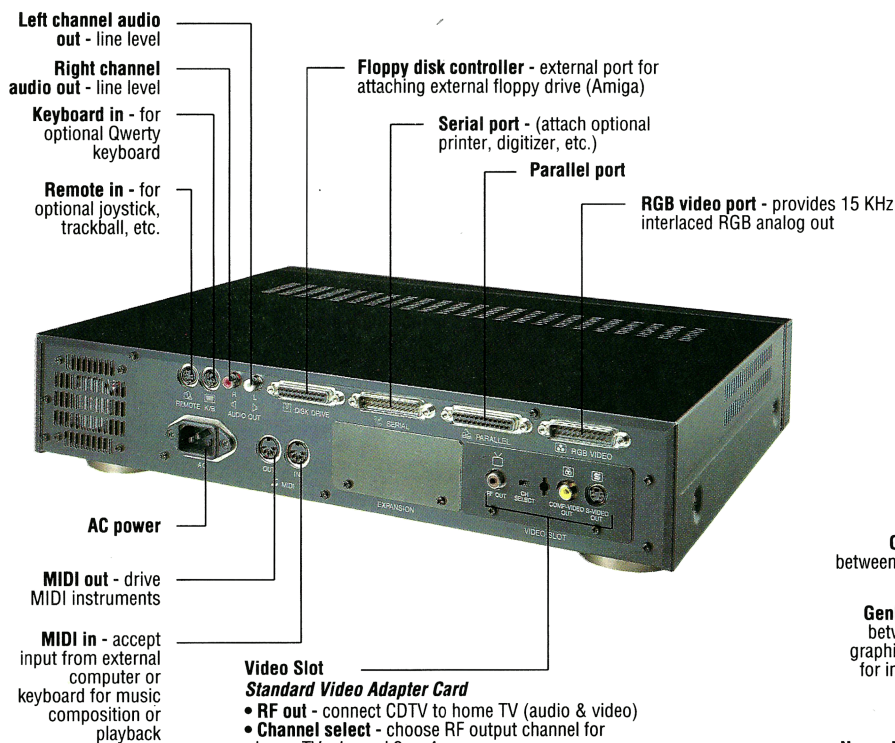
CDTV[®]

Connect Commodore's CDTV player to your video monitor and sound system — and deliver high-impact vivid, interactive multimedia presentations and training programs with CD digital sound... brilliant color pictures... text... and full-motion video with optional video disk player and genlock.

Just push the "power" button, insert the CD, and click the easy-to-use hand-held IR remote control panel!

Specification Highlights

The Commodore® Dynamic Total Vision™ system is powered by a Motorola 68000 micro-processor and includes 1MB of RAM, a stereo headphone jack, a port for an optional RAM/ROM card, and optional genlock capabilities for video compatibility via an intelligent video slot. What's more, you can turn your Commodore CDTV™ into an Amiga compatible multimedia microcomputer simply by adding a Qwerty keyboard, disk drive and a mouse!

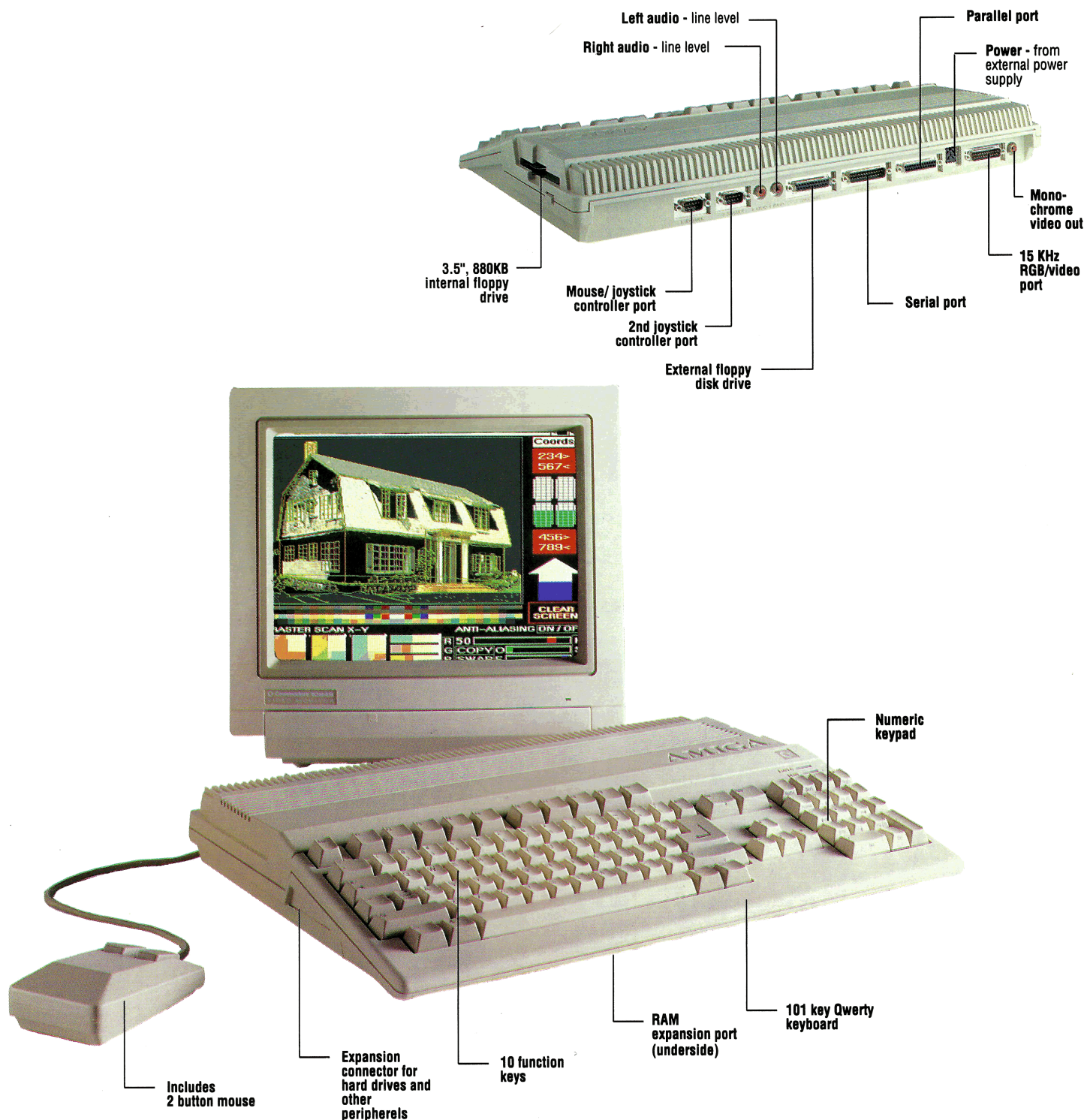


THE AMIGA 500

The Amiga 500™ is the most cost-effective multimedia microcomputer available from Commodore... use it to train and motivate employees with computer-based instruction... educate students in the classroom. Expand its capabilities with the available RAM and hard disk options and even use it as a low-cost development station.

Specification Highlights

The Amiga 500 is powered by the Motorola 68000 microprocessor and includes 512KB of RAM (internally expandable to 1MB), internal 880KB floppy disk drive and a full complement of ports including left and right audio. The Amiga 500 also features an expansion slot where devices may be added like hard drives, SCSI interfaces or network adapters.



THE AMIGA 2000 SERIES

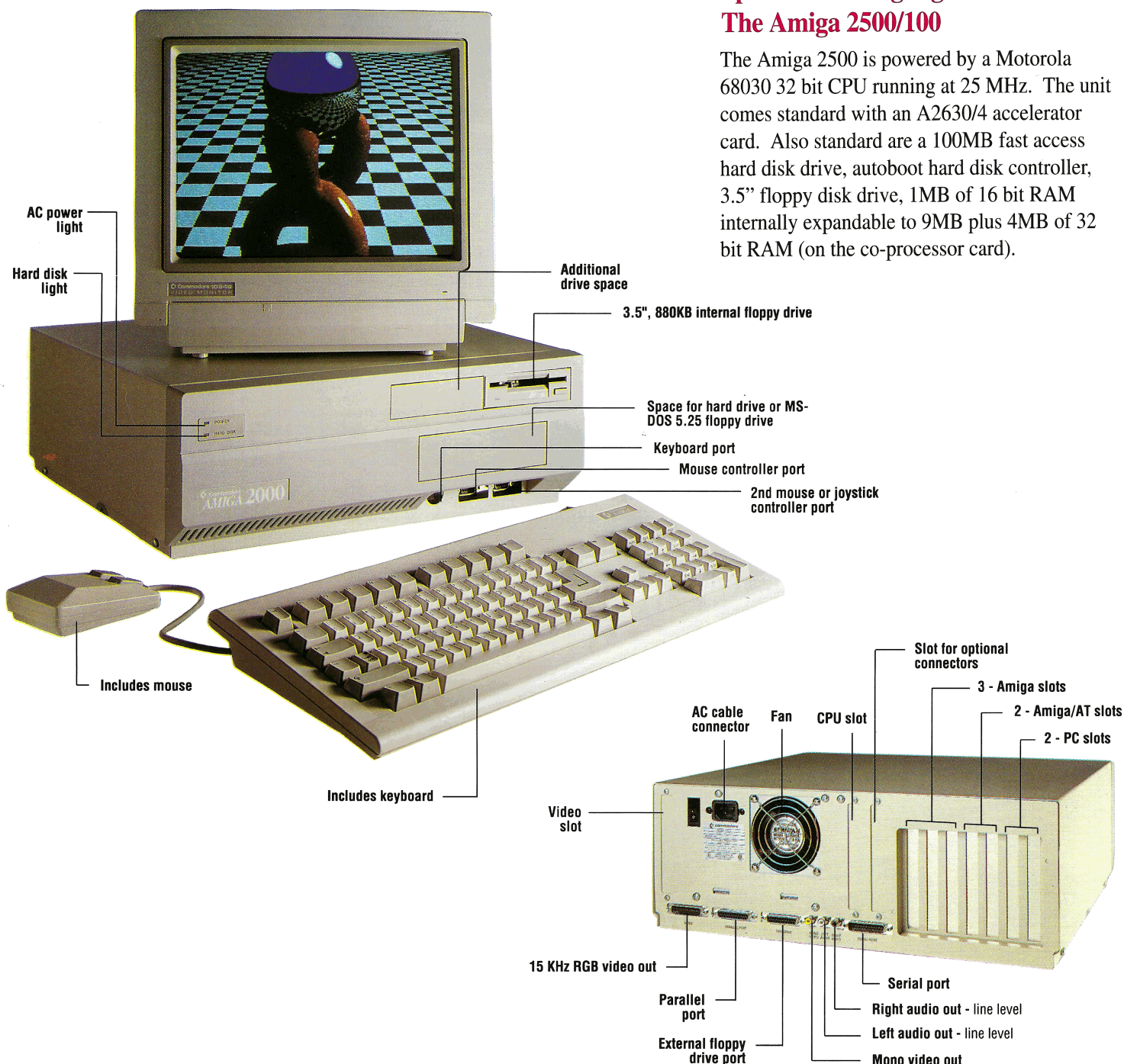
Step up in speed, power, and versatility for professional-level production capabilities with the Amiga 2000HD™ and the Amiga 2500.™ The 2000 series saves you time and expense — while facilitating the creation of interactive multimedia presentations and courseware, video titling, special video effects, 3-D solid modeling, and more! Both models include Amiga Bridgeboard™ slots enabling MS-DOS hardware and software compatibility.

Specification Highlights The Amiga 2000HD

The Amiga 2000HD features a standard 50MB fast access hard disk drive, 3.5" floppy drive, and autoboot hard disk controller — providing direct memory access for speedy transfer of information. 1MB of 16 bit RAM — internally expandable for a total of 9MB RAM. The 2000HD's open architecture features 8 available expansion slots and allows for extensive internal expansion including multi-processor options.

Specification Highlights The Amiga 2500/100

The Amiga 2500 is powered by a Motorola 68030 32 bit CPU running at 25 MHz. The unit comes standard with an A2630/4 accelerator card. Also standard are a 100MB fast access hard disk drive, autoboot hard disk controller, 3.5" floppy disk drive, 1MB of 16 bit RAM internally expandable to 9MB plus 4MB of 32 bit RAM (on the co-processor card).



THE AMIGA 3000

The Amiga 3000™ sets the standard for multimedia platforms in the 1990s. Exploiting the powerful potential of multimedia technology, the Amiga 3000 can afford dramatic savings in creation time, significant increases in productivity, and substantial savings in per-hour costs.

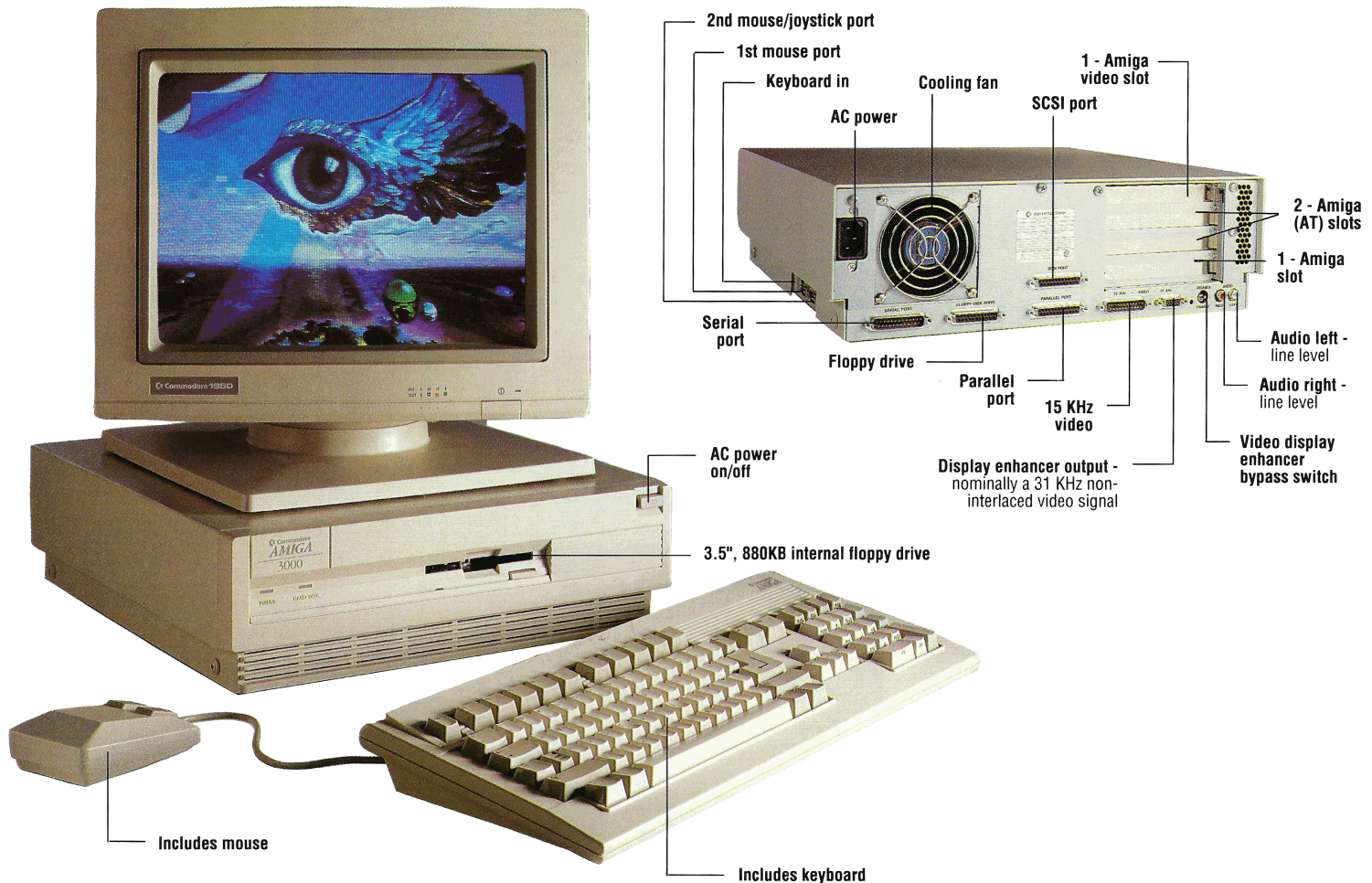
Its true 32 bit architecture provides a match for even the most demanding professional applications, such as the high-speed computations required for 3-D rendering or complex multimedia presentation requiring simultaneous manipulation and control over audio, video and graphics.

Specification Highlights

The Amiga 3000 is powered by a 25 MHz Motorola 68030 CPU on the motherboard, with a 68882 math co-processor.

The Amiga 3000 also features a fast access hard disk drive, autoboot hard disk controller, and 3.5" floppy disk drive. 2MB of 32 bit RAM are standard, expandable to 18MB of RAM on the motherboard.

The Amiga 3000 also includes unique display technology which includes the ability to output either an interlaced or non-interlaced video signal at either a 15 or 31 KHz scan rate.



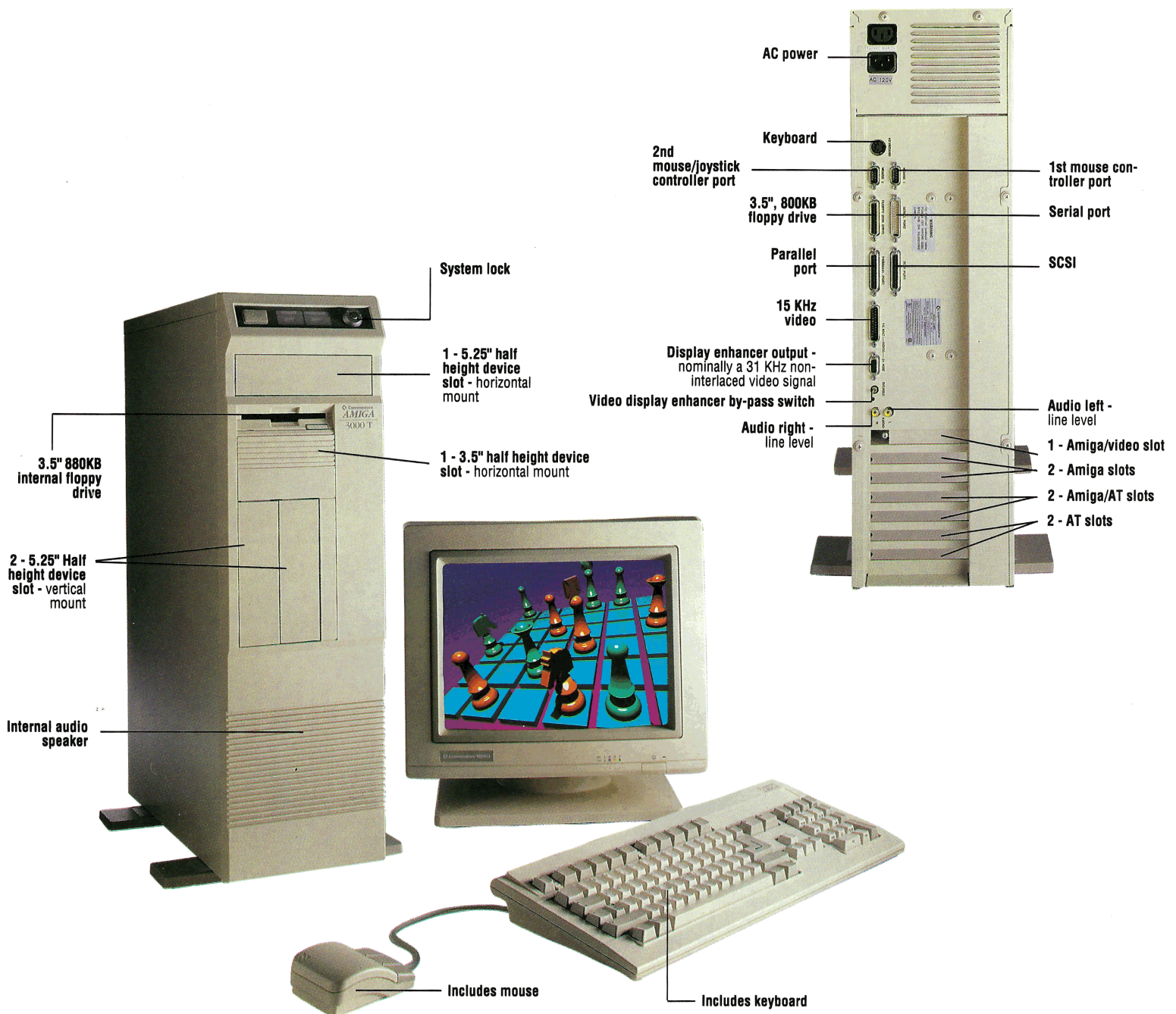
THE AMIGA 3000T

Based on the multimedia standards setting Amiga 3000 the Amiga 3000T is a floor standing multimedia workstation. Providing an unprecedented level of expandability and power in one box, the Amiga 3000T is likely to be the multimedia development system of choice for the power user.

Specification Highlights

The Amiga 3000T is powered by a 25 MHz Motorola 68030 CPU on the motherboard, with a 68882 math co-processor.

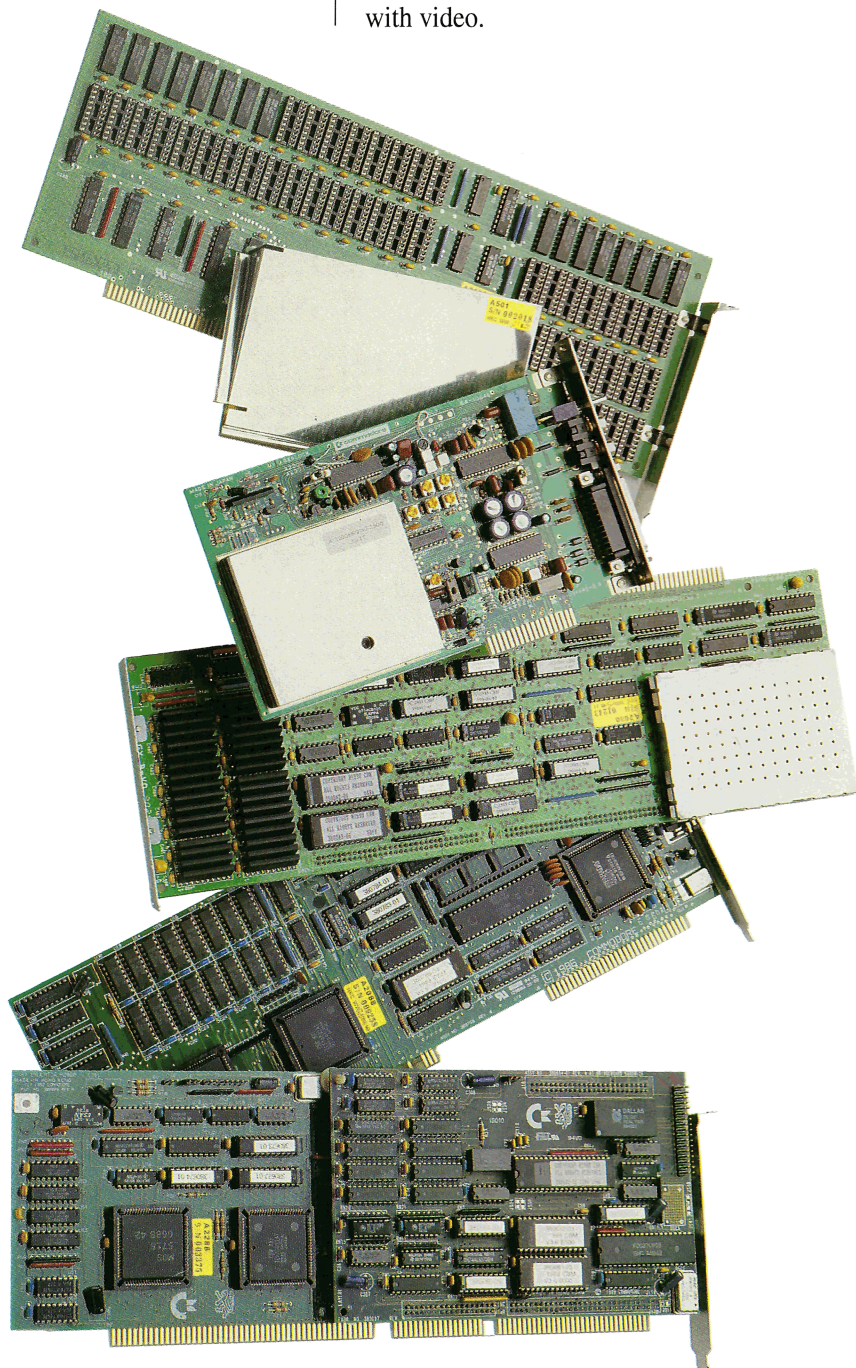
The Amiga 3000T also features a 200MB (17ms) hard disk drive, autoboot hard disk controller, and 3.5" floppy disk drive. 4MB of 32 bit RAM are standard, expandable to 18MB of RAM on the motherboard. The 32 bit bus architecture also enables the high-speed transfer of large amounts of information between devices. Up to 7 storage devices can be installed in the Amiga 3000T with 5 being externally accessible and two internally mounted.



PERIPHERALS AND MONITORS

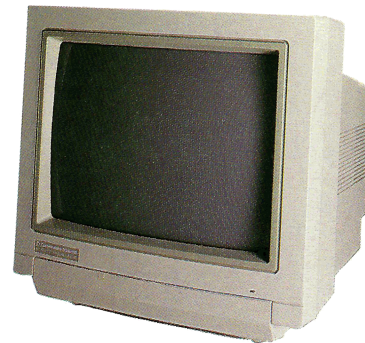
Peripherals

The Amiga computer's flexible and modular design lets you easily customize any Amiga system by adding expansion and peripheral devices. An extensive selection of items from Commodore includes memory cards for expanded memory, accelerator cards that improve machine speed, Bridgeboards for MS-DOS hardware and software compatibility, and genlocks that allow you to interface with video.



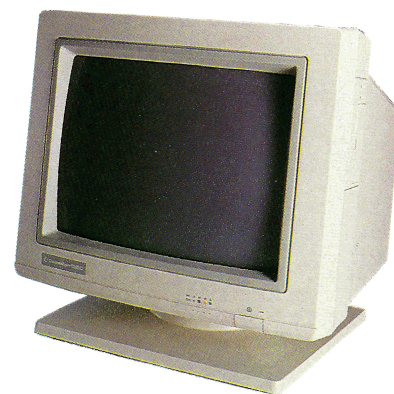
The Commodore 1084S Color Monitor

The Commodore 1084S monitor is the perfect multimedia monitor. Its RGB analog accepts signals running at typical NTSC scan rates. Its integrated stereo sound, integrated composite video-input and easily accessible controls make it the monitor of choice for demanding multimedia applications.



The Commodore 1950 High Resolution Multiscan Monitor

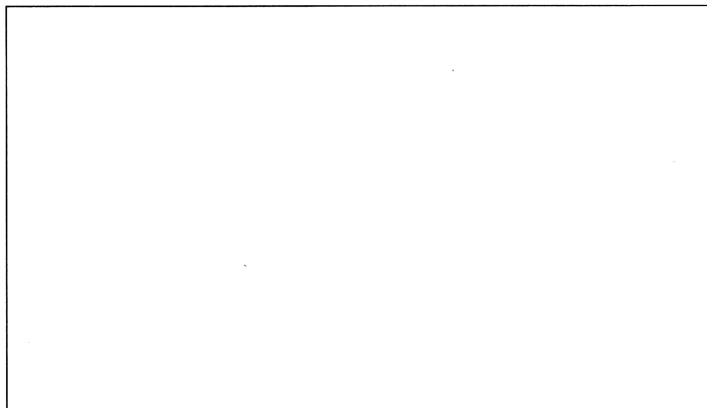
The Commodore 1950 high resolution multiscan color monitor is compatible with all Amiga computers. The 1950 accepts both a 15 KHz and 31 KHz input and is both over-scan and interlace compatible.



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